







Porcelain Rubber Duck

Just a little statuette, made of bone china porcelain.





Rubber Duck.
Bone china, glaze, hand-painted
Heigh 4 cm

Rubber Ducks.
Bone china
Height 4 cm



Rubber Duck history

It is not known exactly when the first rubber ducks were made, but it is thought to have coincided with the development of the rubber industry in the early 19th century. The first patent related to a floating rubber duck was filed in 1886. These early ducks were crudely shaped out of hard rubber. After World War II, the patents started to resemble the modern yellow ducks that people are used to seeing today.

Collectibles

Rubber ducks have become a collector's item for some hobbyists. No longer limited to the simple yellow duck, collectors can purchase rubber ducks in almost any color or costume. Some of the collectible items include holiday-themed rubber ducks, neon ducks that glow in the dark, ducks designed to look like celebrities, and rubber ducks sold to raise money for charity.

Royal rubber duck

In 2001, *The Sun*, a British tabloid newspaper reported that Queen Elizabeth II has a rubber duck in her bathroom that wears an inflatable crown.

Rubber Ducks.
Bone china
Height 4 cm



Porcelain Rubber Duck.

This is the rubber duckling from our childhood - only made of porcelain.

Of course, this a kind of monument childhood. Of course, this is a wish to stay a child at heart, at least a little. Of course, the duckling - a symbol of peace and good.

It's all true, but in fact it is just the same rubber duckling from our childhood - only made of porcelain.

Perfect for «Rubber duck debugging»!

Rubber duck debugging, rubber ducking, and the rubber duckie test, are informal terms used in software engineering to refer to a method of debugging code.

The name is a reference to a story in the book *The Pragmatic Programmer* in which a programmer would carry around a rubber duck, and debug his code by forcing himself to explain it, line-by-line, to the duck.

Many programmers have had the experience of explaining a programming problem to someone else, possibly even to someone who knows nothing about programming, and then hitting upon the solution in the process of explaining the problem.

In describing what the code is supposed to do and observing what it actually does, any incongruity between these two becomes apparent. By using an inanimate object, such as a rubber duck, the programmer can try to accomplish this without having to involve another person.





Ugly Duckling
Bone china, glaze, hand-painted
Height 4 cm



Rubber Duck
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Heigth 4 cm





